

LET MER SOLO HER

*I fear no man.
But that thing... It scares me.*

—Dzhugdzhur the Heavy

Warriors from across the Forgotten Realms tell tales of a warrior in hushed tones. He arrives in times of great need... desperate times... when all seems lost, he will appear. Clad in only a loin cloth and a jar covering his face he appears, bowing and speaking only the words, "Let me solo her," he charges into battle with his dual blades and can turn the tides of battle single handedly. His ability to avoid attacks is otherworldly, as though he has the ability to predict where the blow will land and simply remove himself from danger. He dodges, ducks, dips, dives, and dodges from every swing and waits for the perfect opening in his foe's attacks to strike. In one hand, a plain looking Uchigatana that carves great gouges into his enemies, while in the other a crimson blade that projects arcs of cursed blood in burning swathes.

Once he fells his foe, he dissipates, seemingly into thin air leaving barely enough time to extend thanks for his aid.

SPECIAL EQUIPMENT

RIVERS OF BLOOD

Weapon, legendary (requires attunement)

Weapon of Okina, swordsman from the Land of Reeds. A cursed weapon that has felled countless men.

When Mohg, the Lord of Blood, first felt Okina's sword, and madness, upon his flesh, he had a proposal, to offer Okina the life of a demon, whose thirst would never go unsated.

Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means.

When attacking with Rivers of Blood, interweaving slashes blend and seemingly hit more times than the eyes can perceive, greatly increasing the effectiveness of the attacks. When all melee attacks made with Rivers of Blood hit on your turn, or reduces a creature to 0 hit points with one, you can make one melee weapon attack with Rivers of Blood as a bonus action.

UCHIGATANA

Weapon, rare (requires attunement)

A katana with a long single-edged curved blade. A unique weapon wielded by the samurai from the Land of Reeds.

The blade, with its undulating design, boasts extraordinary sharpness. Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means.

Once per turn, when you hit a creature with an attack using this magic weapon, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.



CREDITS:

ART AND INSPIRATION

Let Me Solo Her is KleinTsuboi (https://www.reddit.com/r/Eldenring/comments/u2g6gd/let_me_solo_her/)
Elden Ring is the game they appear. (<https://en.bandainamcoent.eu/elden-ring/elden-ring>)
Uchigatana lore text from Elden Ring
Rivers of Blood and **Corpse Piler** lore are also from Elden Ring
Let Me Solo Her Art by Lautaro Havlovich (<https://twitter.com/Lautaroart/status/1514862044713033733>)

MONSTER DESIGN:

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GRAPHIC DESIGN

- Layout and Design created by DeathIVlonkey Homebrew using the following stock images and photoshop manipulation:
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- Page Border: Designed by [rawpixel.com](https://www.rawpixel.com) / Freepik

LET ME SOLO HER

Medium humanoid (human), Chaotic Neutral

Armor Class 16 (natural armor)

Hit Points 121 (27d8)

Speed 35 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 22 (+6) | 10 (+0) | 14 (+2) | 18 (+4) | 20 (+5) |

Saving Throws Dex +12, Wis +10, Cha +11

Skills Acrobatics +12, Intimidation +17, Survival +16

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 14

Languages understands Common but does not speak

Challenge 17 (18,000 XP)

Avoidance. If Let Me Solo Her is subjected to an effect that allows it to make a saving throw to take only half damage, they instead takes no damage if they succeeds on the saving throw, and only half damage if they fail.

Corpse Piler. On their turn, when Let Me Solo Her hits with both attacks from their Rivers of Blood melee weapon or reduce a creature to 0 hit points with one, they can make one melee weapon attack as a bonus action.

Legendary Resistance (3/Day). If Let Me Solo Her fails a saving throw, they can choose to succeed instead.

Magic Weapons. Let Me Solo Her's weapon attacks are magical.

Magic Resistance. Let Me Solo Her has advantage on saving throws against spells and other magical effects.

Nimble Escape. Let Me Solo Her can take the Disengage or Hide action as a bonus action on each of their turns.

Rapid Strike. If Let Me Solo Her takes the Attack action on their turn and has advantage on an attack roll against one of the targets, they can forgo the advantage for that roll to make an additional weapon attack against that target, as part of the same action. Let Me Solo Her can do so no more than once per turn.

Strength Before Death. Let Me Solo Her's fighting spirit can delay the grasp of death. If they takes damage that reduces them to 0 hit points and doesn't kill them outright, they can use their reaction to delay falling unconscious, and they can immediately take an extra turn, interrupting the current turn. While they have 0 hit points during that extra turn, taking damage causes death saving throw failures as normal, and three death saving throw failures can still kill them. When the extra turn ends, they fall unconscious if they still have 0 hit points.

Once Let Me Solo Her uses this feature, they can't use it again until they finish a long rest.

ACTIONS

Multiattack. Let Me Solo Her makes three attacks: two with Rivers of Blood, and one with their Uchigatana.

Rivers of Blood. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage, or 11 (1d10 + 6) slashing damage if used with two hands and 22 (5d8) fire damage.

Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means.

Uchigatana. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage, or 11 (1d10 + 6) slashing damage if used with two hands.

Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means.

Once per turn, when Let Me Solo Her hits a creature with an attack using this magic weapon, they can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time Let Me Solo Her has wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

REACTIONS

Parry. Let Me Solo Her adds 2 to their AC against one melee attack that would hit them. To do so, Let Me Solo Her must see the attacker and be wielding a melee weapon.

Supernatural Dodge. Let Me Solo Her deftly dodges away at the last possible moment. They take no damage from an attack made against them, provided they can see the attacker.



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